Print, cut along external border and fold along long side, waterproof with plastic book wrap, and add to survival kit.

## EVASION

The aims of an evader are:

1. To stay alive.
2. To avoid capture.
3. To get to safety.

Your priorities are:

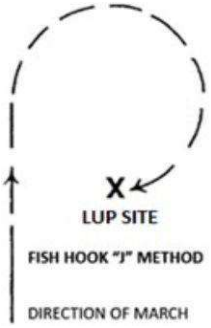
- Protection.
- Concealment and travel.
- Water.
- Food.

**IMMEDIATE ACTIONS**

- Break contact.
- Administer first aid (for life threatening injuries).
- Destroy classified material and sensitive equipment or weapons.
- Conceal unnecessary equipment and move to cover.
- Apply personal camouflage.
- Determine your location.
- Remove the battery of any communication/signaling/navigation devices that may compromise your location.
- Get away from the area – travel 10km.
- Hole-up in LUP.
- Plan the escape.

**EVASION PRINCIPLES**

- Leave no sign.
- Move on foot by night or during poor visibility.
- Avoid roads, railways, rivers, towns, people.
- Make your hides covert.




**EVASION SHELTERS**

Identify your Lay Up Point (LUP) from a distance and enter it by a fish-hook shaped route. Your LUP should allow you to be concealed from view but have a good view for watching the loop to give you warning of compromise and time to bug out. You could be in the LUP for 12hrs so get water before entering and ensure you have good communications.

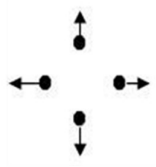
An evasion shelter should provide you with substantial protection from the elements and also concealment from the enemy. Shelters may be just a bivvy bag in a ditch (consider making a slit in the side half way up for ease of exit), a poncho or evasion map pulled round your shoulders or just a bush that you have crawled into. A multispectral camouflage sheet (or Mylar) creates excellent immediate camouflage, but needs 30cm of separation from you to defeat thermal imagers. Remember the mnemonic BLISS:

- Blend in
- Low in silhouette
- Irregular in shape (outline)
- Small/secluded
- Survivable

Remove all traces of your stay before moving on. If natural materials have been used to build a hide that is well camouflaged, leaving the site intact may draw less attention than scattering it around. If lengthy moves are to be made with multiple hides any LUP sites left in an untidy condition with evidence of recent occupation will attract the attention of hostile forces. If two such camps are found they will provide a good indication of the direction and rate of travel.

If a prolonged stay in one shelter is anticipated, the site should be chosen to have reasonable access so that trails are not worn. If this is not possible it may be preferable to limit the stay in any one shelter to a maximum of two nights.

**4 Man LUP**



**2 Man LUP**

Laying side by side means fire can be returned from the prone.

Deep vegetation provides security.

**EVASION MOVEMENT BY NIGHT AND DAY**

- Travel by night, or in low visibility (rain, fog).
- Have multispectral camouflage blanket (or Mylar) readily available to defeat thermals.
- Memorize your route — split into easy sections.
- Do not travel more than 500m in a straight line.
- Plan for obstacles — roads, rivers, populated areas.
- Avoid:
  - Skylines.
  - Populated areas—curfews, children, dogs, patrols.
  - Prominent features on maps.
  - Isolated caves.
  - Deserted buildings.
- Always have an emergency RV — ensure group are aware.
- Use a leading scout as far forward as possible even when only two men are together.
- Do not attempt sabotage.
- There is seldom a need to hurry.
- Pause regularly and tune into your environment. Use the action sequence:
  - MOVE > STOP > LOOK > LISTEN > SMELL > MOVE again.

**COUNTER-TRACKING**

- Brush out your tracks.
- Walk on hard ground (railroads, rocks).
- Travel over ground already used by humans or animals.
- Bombshell: split into smaller groups and meet at a pre-designated rally point.
- When preparing food, take care as to direction of smoke and fumes. Do no leave garbage in LUP.
- Speed and distance technique — move at a quicker pace than the pursuers. This technique is effective for short distances, but creates problems for the evader. By moving more quickly, the evader will create more sign, make more noise and tire faster.
- Use non-descript or common footwear. Wrap boots in cloth/sandbags.
- Walk through a stream and make false exit and entry points. Walking too far in water will slow own progress too much.
- With tracker dogs, your best bet may be to break the trust between dog and handler, or exhaust the handler, where you cannot escape the nose of the dog. Take very hard routes, change direction, crisscross fence and hedge lines, etc.
- Last resort, use fish-hook technique to ambush pursuers.

**RESISTANCE - WHAT TO DO IF ARRESTED BY POLICE**

- You are only required to give your name, address and date of birth.
- Remain silent until you have proper and independent legal advice.
- Do not consent to an interview.
- Instruct the duty/court appointed lawyer to apply for bail on your behalf.

**ESCAPE**

The golden rule of escaping captivity is go now. This means you must use the first opportunity to break out and evade. The longer you are in captivity, the more difficult it becomes to escape.

If escape is not possible, the prisoner should note his whereabouts and conceal on his body any useful items that may aid his escape at a later date.

**SCRAPE SHELTER**

1. Use natural hollow in ground or make shallow scrape.
2. Select slope or provide drainage.
3. Use logs or stones for windbreak.